



TACTICAL ESPIONAGE ACTION  
**METAL GEAR SOLID 3**  
SUBSISTENCE

**AVAILABLE NOW**



PlayStation 2

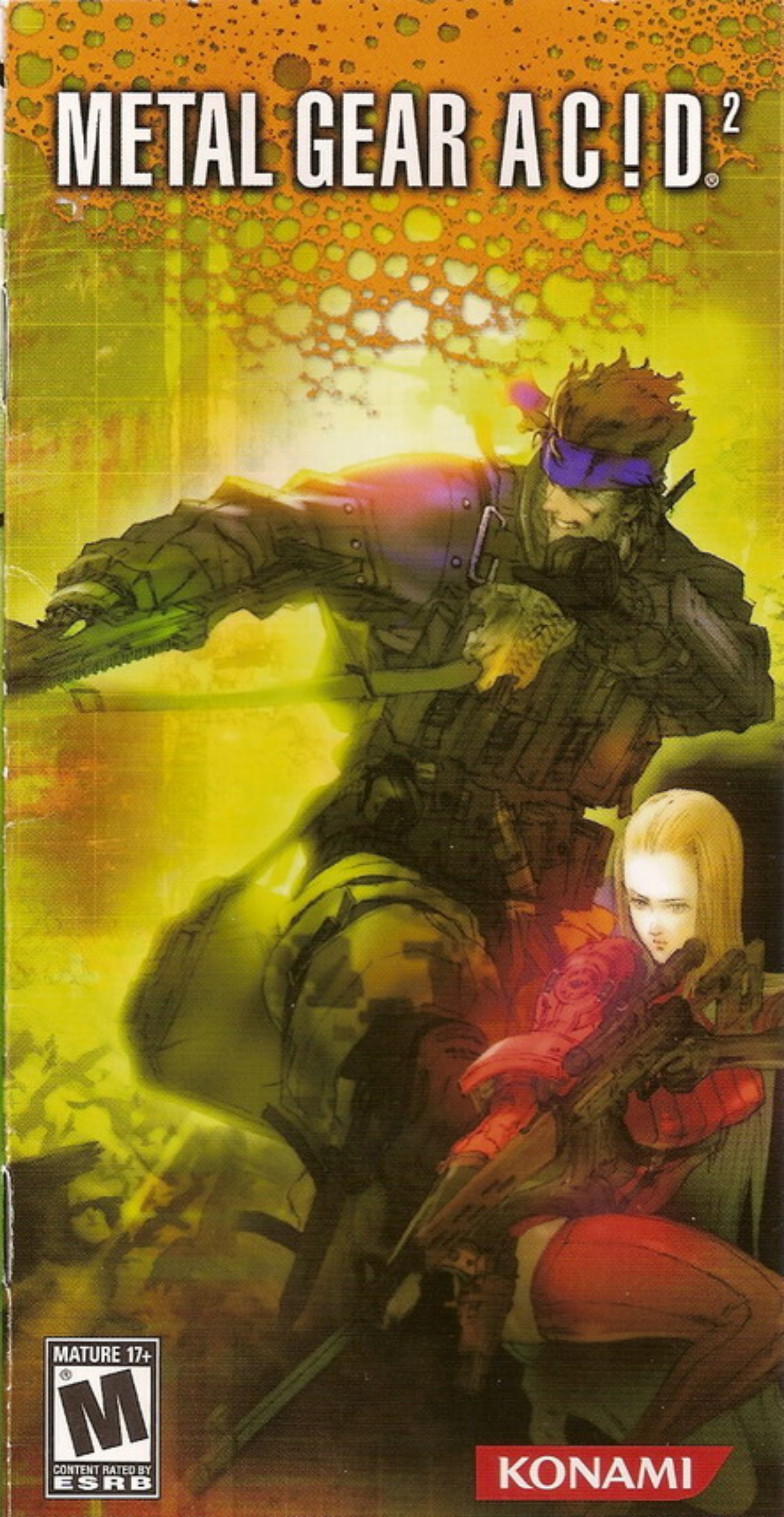
Konami Digital Entertainment, Inc.  
1400 Bridge Parkway, Redwood City, CA 94065

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<b>MATURE</b>	<b>17+</b>
<b>M</b>	Blood and Gore Intense Violence Language Sexual Themes
ESRB CONTENT RATING <a href="http://www.esrb.org">www.esrb.org</a>	

# METAL GEAR ACID<sup>2</sup>



<b>MATURE 17+</b>
<b>M</b>
CONTENT RATED BY <b>ESRB</b>

**KONAMI**

For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP handheld entertainment system before use. Retain both this software manual and the instruction manual for future reference.

### Health precautions

- When operating the unit, play in a well-lit room and keep a safe distance from the screen.
- Avoid prolonged use of the system. Take a break of about 15 minutes during every hour of play.
- Do not use the system when you are tired or short of sleep.
- When using headphones, do not turn the volume up before putting the headphones on. Also, do not listen at loud volume levels for extended periods of time. Stop using the system immediately if you experience any of the following symptoms. If the condition persists, consult a doctor.
- Lightheadedness, nausea, or a sensation similar to motion sickness.
- Discomfort or pain in the eyes, ears, hands, arms, or any other part of the body.

### Use and handling precautions

- This disc is PSP™ (PlayStation®Portable) format software and is intended for use with the PSP system only. If the disc is used with other devices, damage to the disc or to the device may result.
- This disc is compatible for use with the PSP™ system marked with FOR SALE AND USE IN U.S. ONLY.
- Depending on the software, a Memory Stick™ Duo or Memory Stick™ PRO Duo (both sold separately) may be required. Refer to the software manual for full details.
- Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted.
- Set the PSP™ system's wireless network feature to off when using the PSP™ on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP™ system's wireless network feature could interfere with the proper operation of the pacemaker.
- If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen.
- Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc.
- Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity.
- Do not touch the opening on the rear of the disc (recording surface of the disc; see drawing). Also, do not allow dust, sand, foreign objects or other types of dirt to get on the disc.
- Do not block the opening with paper or tape. Also, do not write on the disc.
- If the opening area does get dirty, wipe gently with a soft cloth.
- To clean the disc, wipe the exterior surface gently with a soft cloth.
- Do not use solvents such as benzene, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc.
- Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause console damage or malfunction.
- SCE will not be held liable for damage resulting from the misuse of discs.



### Ejecting the disc

Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.

### Storing the disc

Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc.

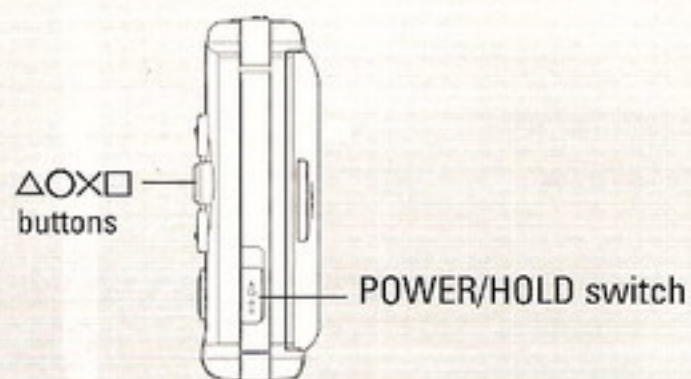
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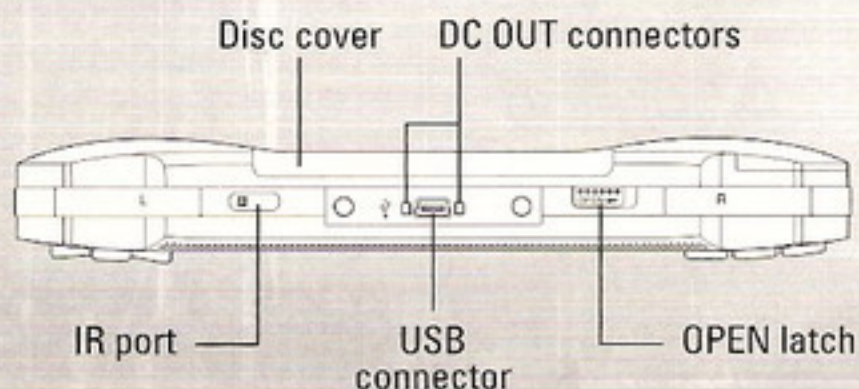
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**Note:** For more detailed Metal Gear Acid® 2 instructions, please visit the website and download the complete PDF manual. The manual can be found on the Konami website at: [www.konami.com/gs](http://www.konami.com/gs).

## Right side view



## Front View



Set up your PSP™ (PlayStation®Portable) system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover. INSERT the Metal Gear Acid 2 UMD with the label facing the system rear, slide until fully inserted and close the disc cover. From the PSP™ (PlayStation®Portable) system's home menu, select the Game icon and then the UMD icon. A thumbnail for the software is displayed. Select the thumbnail and press **X** of the PSP™ (PlayStation®Portable) system to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

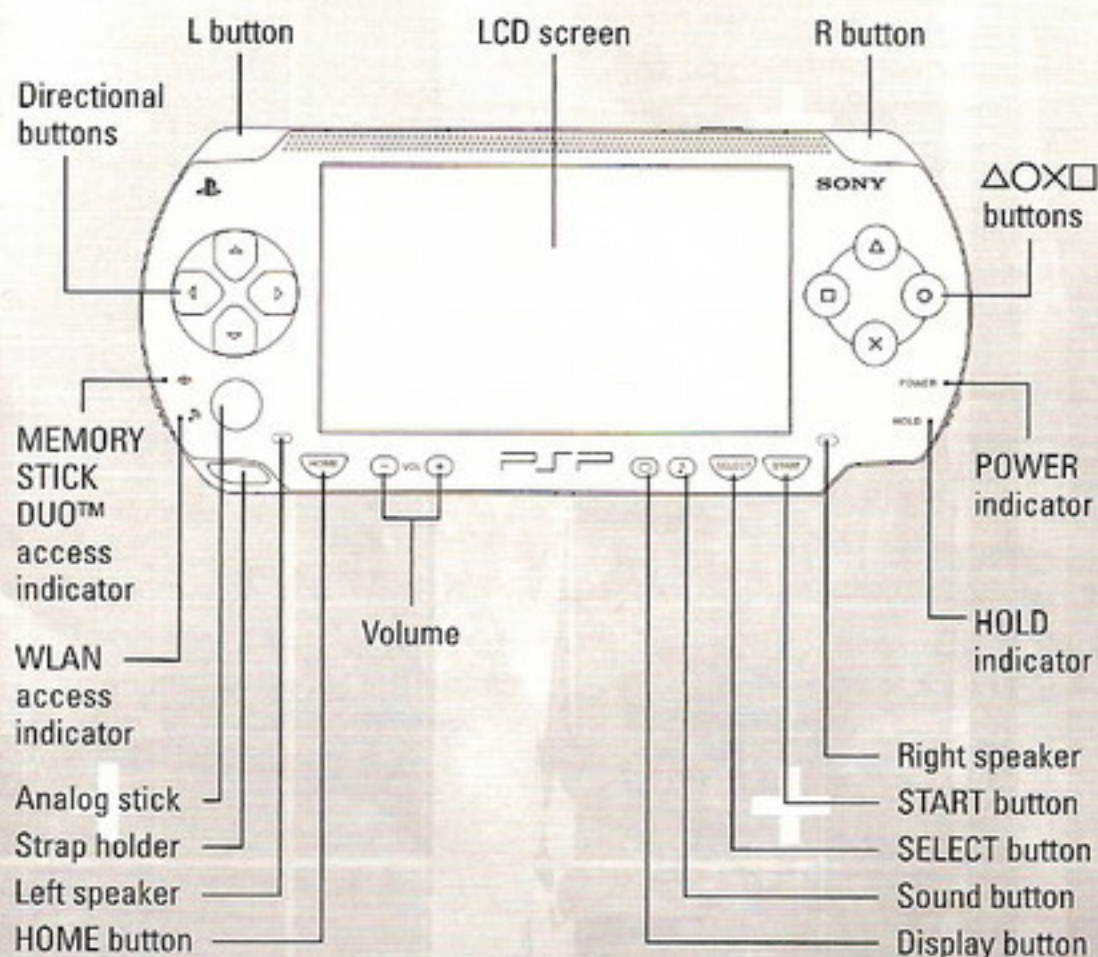
**NOTICE:** Do not eject a UMD while it is playing.

## Memory Stick Duo™

**Warning!** Keep Memory Stick Duo media out of reach of small children, as the media could be swallowed by accident.

To save game settings and progress, insert a Memory Stick Duo™ into the memory stick slot of your PSP™ (PlayStation®Portable) system. You can load saved game data from the same memory stick or any Memory Stick Duo™ containing previously saved games.

## PSP™ (PlayStation®Portable) system configuration



## Card Selection Controls

Move Viewpoint	analog stick
Select Command (USE, MOVE)	directional buttons <b>↑</b> / <b>↓</b>
Select Card	directional buttons <b>←</b> / <b>→</b>
Rotate Viewpoint	<b>←</b>
Rotate Viewpoint	<b>→</b>
Aerial Camera View	<b>△</b>
Confirm	<b>○</b>
Card Details	<b>□</b>
Cancel / Open Command Menu *	<b>X</b>
Demo Skip / Control Explanation	<b>[START]</b>
Status Window ON / OFF	<b>[SELECT]</b>

\* **Note:** You can press the **X** button to open the Command Menu and select **GUIDE** to view instructions and advice on how to play the game.

## Intermission Controls

Move Cursor	<b>←</b> / <b>→</b> / <b>↑</b> / <b>↓</b>
Turn Page	<b>←</b> and <b>→</b>
Switch / Edit Deck	<b>△</b>
Confirm	<b>○</b>
Card Details	<b>□</b>
Cancel	<b>X</b>

# CONTROLS

## Character Movement Controls

Select Move	directional buttons
Move Viewpoint	analog stick
Rotate Viewpoint	←
Rotate Viewpoint	→
Rotate Mode	△
Switch between Stand / Crawl	⊖
Confirm	⊙
Cancel	⊗
Close Quarters Combat	△ + ⊙
Aerial Camera View	[SELECT]
Control Explanation *	[START]

\*Note: Press another button while the game is paused and the function of that button will be displayed.

## STARTING UP



### NEW GAME

Start the main game from the beginning. If you have save data from the original METAL GEAR ACID, proceed to the MGA1 IMPORT menu.

### LOAD GAME

Restart the game from previously saved data.

### CONTINUE

Restart the game from Break Data created during a mission. Loading it will not delete the Break Data.

### OPTIONS

Change various game settings.

### PASSWORD

Enter a password.

### ARENA

Compete in a separate Arena Mode, challenging bosses from other Metal Gear games.

### MGS3 SUBSISTENCE LINK

Using a USB A/mini B cable (sold separately), you can connect "METAL GEAR SOLID® 3 SUBSISTENCE" and METAL GEAR ACID 2.

\* Note: METAL GEAR ACID 2 only links to MGS3 SUBSISTENCE after acquiring the camera in Snake Eater on Disc 1 of Subsistence. This link may only be made while in the Snake Eater game.

# GAME PROGRESSION

## Player Turn



### CARD DRAW

You draw two cards from your deck each turn.

### USE CARD

Move:	Almost every card can be used to move.
Equip:	For an EQUIP card that has an effect once equipped.
Use Card:	Use the individual effect of the card. This applies only to a USE card that has an effect when used.
End:	End the player's turn.

### EQUIPMENT

View the Equipment Slots and delete Equipment.

### DISCARD

Discard two unwanted cards and draw two new ones.

### GUIDE

View instructions and advice for play.

### SYSTEM

Mission:	Check the mission details.
Switch Solid Mode ON/OFF	Switch to Solid Mode.
Save:	Interrupt gameplay & return to the title screen.
Return to Intermission:	Exit the mission and return to the intermission.

## Actions During Movement

### Punch: △ + ⊙

Launch a close quarters combat attack against a nearby enemy. Can only be used once per turn.

### Knock: ⊖

When pressed up against a wall, knock your hand against it to create a sound and lure enemies.

The cost and order in the status window change each time a move is made. The higher the order, the more moves you can make, so pay close attention to the status window.



**01: LIFE GAUGE**

**02: TURNS**

**03: EQUIPMENT SLOTS**

**04: STATUS WINDOW**

- Number of Cards in hand
- Current cost
- Order

**05: CARD WINDOW**

Displays the currently selected card. Press the button to view further information about a card.

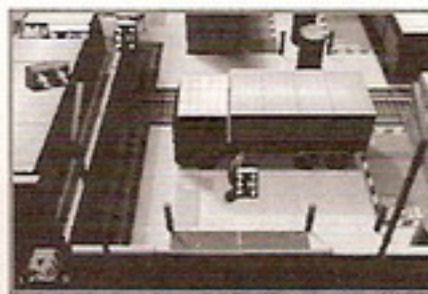
**06: HAND**

The cards you can currently use (up to six cards).

**07: CARD USE SELECTION WINDOW**

Select how to use the card.

Use:	Use the card's effect immediately.
Equip:	Equip to an Equipment Slot.
Attach:	Attach to equipment in an Equipment slot.
Move:	Use the card to move.



## TURN

The game is played out as each character, enemy and ally alike, take turns to complete actions. The REST number is the maximum number of cards a character may use during their turn. Once a character's turn ends, it becomes the next character's turn.

## COST

Actions and cards are all assigned a value called "Cost" that represents a length of time. The higher the total Cost of a character's actions, the longer it takes for his / her turn to come around again.

## REACTION

Sometimes an equipped item is automatically activated when an enemy attacks. This is called Reaction. After a Reaction card is activated, in most cases it is discarded as a used card.



## INTERFERENCE

Equipped cards affect other cards around them. This effect is displayed by the colors along the top, bottom, left and right equip icon.

## ROTATE CHARACTER

Press the button to enter the Rotate Mode, which allows you to rotate your character (i.e. turn him in a different direction) without moving from your position.



## CLOSE QUARTERS COMBAT

Close quarters combat is possible if you are facing an adjacent enemy. Press the button to enter the Rotate Mode, then press the button to perform a close quarters combat attack.

## CRAWL

While moving, you can switch your stance between standing and crawling by pressing the button.

## ELUDE (HANG DOWN)

If you have an Elude-capable card equipped, you may hang from specific locations for a set period of Cost. To hang down, press the directional button that points toward a location where hanging is possible.



## PRESS UP AGAINST A WALL

If you move toward a wall, you can press up against it.

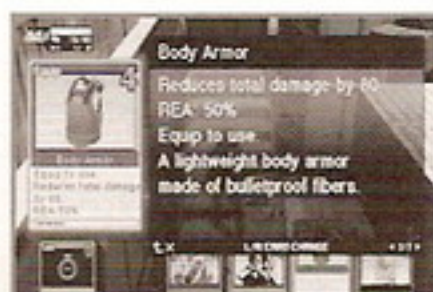
## QUICK MODE

Press and hold the **△** button during the enemy turn to enter Quick Mode. During Quick Mode, enemies make their moves much more quickly than normal.



## AERIAL CAMERA VIEW

Press the **△** button when selecting cards to switch to the aerial camera view.



## CARD DATA

1. Card type
2. Card Name
3. Simple card description
4. Cost
5. Linkage mark



## LINKAGE

If you have a card with the Linkage Mark, it is activated automatically under certain conditions. Linkage is activated when your character attacks, when your character is attacked, at the start of your character's turn, or when another Linkage is activated.

## Using Cards



## CARD DRAW

You draw two cards from your deck at the start of your turn.

## USING CARDS

**Move:** Your movement range is displayed. Move within the available range.

**Equip:** Equip to your EQUIPMENT in the top right of the screen.

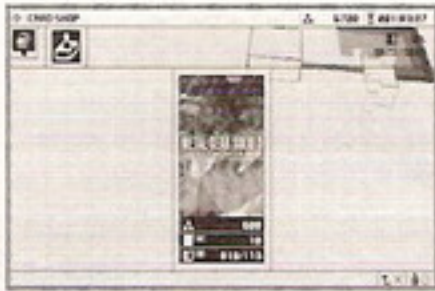
**Use:** Activate the effect of the card.

## DISCARD CARDS

Discard two unwanted cards from your hand and draw two new cards (Cost: 6).

## EQUIPMENT

Check your Equipment Slots and unequip unwanted equipment.



## CARD SHOP

In the card shop, you can use the points you earn by completing missions to purchase card packs. A card pack contains three cards. A completely random combination of cards is automatically selected each time you purchase a pack. Card rarity makes some cards harder to obtain than others.

## Deck Editor

Edit cards in your stock to create a deck. The edited deck is used in your next mission.



## Creating a Deck

1. Use the cursor to highlight the category to edit, then press the **○** button.
2. Use the directional buttons **↑** and **↓** to highlight the card you wish to enter into the deck, then press the directional button **←** to add it to your

deck. Press the directional button **→** to remove a card from your deck.

3. The number of cards of each type that you can add to your deck is predetermined.
4. You must have at least 30 cards in your deck. The upper limit changes as the story advances.
5. You must edit the decks for each player character separately. Press the **△** button to change the character deck you are editing.

Attach the included Solid Eye device to your PSP™ (PlayStation® Portable) system to view 3D images. You can also play the game in 3D mode.

## Link Battle

Play head to head with your friend in Link Battle mode.

1. In order to unlock Link Battle mode, you must clear Stage 5 in single-player mode.

After unlocking the Link Battle mode, on the Intermission screen, select Link Battle by pressing the **○** button. When the "Searching for battle opponent" screen appears, highlight your opponents Nickname, and press the **○** button to issue a challenge.

2. Make sure the WLAN switch is switched ON, and that your PSP™ systems channel is set to the same channel as your opponent.

## SOLID EYE THEATER

Some cards come with 3-D footage for you to watch. You can view this footage in the Solid Eye Theater. When the Solid Eye unit is attached, some images appear in 3-D. Select a card to view and press the **○** button to play the movie.

## 3D MODE

During the game, press the **×** button to open the Command Menu and select SWITCHING 3-D MODE under SYSTEM to change to the 3D mode. The 3D mode ends when you reach the intermission.

## CAUTION

Before using the three-dimensional scope attached to "SOLID EYE" (hereunder, Three-dimensional Scope), please be sure to read the precautions below and how to use the Three-dimensional Scope in a safe manner.

Please only use the Three-dimensional Scope when the instruction to do so appears on the screen. If you start to feel sick or your eyes become strained, please refrain from using the Three-dimensional Scope.

Children under the age of six years old should not be allowed to use the scope.

## WARRANTY

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If you experience technical problems with your game, please call our Warranty Services number at (650) 654-5687, from 9:00 am to 5:30 pm PST, Mon-Fri.

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## CONSUMER SUPPORT

If you feel stuck in the game, or just need a boost, don't worry! You can call the Konami Game Hint & Tip Line for help on many Konami games.

Konami Game Hint & Tip Line: 1-650-801-0465

Hints are available 24 hours a day. Availability is subject to change.

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